"The Property Trading Game from Parker Brothers"

MONOPOLY™

BRAND

COMMUNITY CHEST
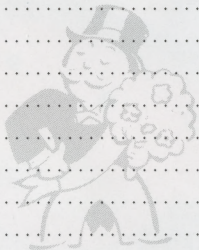
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EVERYONE
E
CONTENT RATED BY
ESRB

HASBRO
Interactive

WIN 95/98

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FIRST THINGS FIRST

The ReadMe File

The *Monopoly* CD-ROM game has a ReadMe file with which you can view both the License Agreement and updated information about the game. To view this file, double-click on that file in the *Monopoly* directory found on your hard drive. You may also view the ReadMe file by first clicking on the START button on your Win95/98 taskbar, then on Programs, then on Hasbro Interactive, then on *Monopoly*, and finally on the ReadMe file option.

System Requirements

Operating System:	Windows® 95/98
Processor:	Pentium® 166 MHz or higher
Memory:	32 MB RAM
Hard Disk Space:	50 MB Free
CD-ROM Drive:	8X Speed
Video:	2 MB Windows® 95/98 compatible SVGA video card (800 x 600 capable)*
Sound:	Windows® 95/98 compatible sound card*
DirectX:	DirectX version 6.1 (included) or higher
Modem (optional):	14,400 baud (for modem/Internet play)
Serial Port (optional):	9,600 baud

* Indicates device should be compatible with DirectX version 6.1 or higher.

SETUP AND INSTALLATION

1. Start Windows® 95/98.
2. Insert the *Monopoly* CD-ROM game disc into your CD-ROM drive.
3. If auto-play is enabled, a title screen should appear. If auto-play is not enabled, double-click on the "My Computer" icon on your Win95/98 desktop. Next,

double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the "autorun.exe" file on the *Monopoly* CD-ROM and double click on it.

4. Follow the remainder of the on-screen instructions to finish installing *Monopoly*.

5. Once installation is complete, click on the Start button at the bottom of the screen, and choose Programs/Hasbro Interactive/*Monopoly*/*Monopoly* to start the game.

NOTE: You must have the *Monopoly* CD-ROM in the CD-ROM drive to play.

INSTALLATION OF DIRECT X

The *Monopoly* CD-ROM requires DirectX 6.1 or higher in order to run. If you do not have DirectX 6.1 or higher installed on your computer, click "Yes" when asked if you would like to install it.

WELCOME TO MONOPOLY™!

Monopoly, the world's favorite board game, is now better than ever! Play against friends or challenging computer opponents. Bankrupt players over the Internet, a local area network, on Microsoft's Gaming Zone or by modem. No matter who and how you're playing, you're guaranteed an exciting time on your quest to become a tycoon!

Play on the classic board, on a number of real-life city-edition boards, or even on a custom board that you can create yourself! Instead of collecting rent on Boardwalk and Park Place, you could actually collect rent on Tom's Mansion, Tony's Resort, or Eric's Shack!

So, Advance to GO, collect $200 bucks and get ready for an exciting *Monopoly* experience!

GETTING STARTED

You can play the *Monopoly* CD-ROM game with up to 6 players. Your opponents can either be human or AI (computer-controlled artificial intelligence), and human opponents can play along side you at your computer (hotseat play) or from a remote location.

TOP PLAYERS SCREEN

When you first launch the game, an opening sequence will play and the Top Players

screen will appear. From here you can view each player's total number of wins and the greatest net worth they have achieved during play. When you're done viewing this information, click on the "Play" button. This will take you to the start of the Gameplay Setup sequence.

Note: From the Top Players screen you can also access the game's File Menu, Options Menu, Credits List, and Help Menu by clicking on the corresponding button at the bottom of the screen.

GAMEPLAY SETUP SEQUENCE

Before you can begin play, you must first set up your game. It's easy! Simply follow the steps outlined below.

STEP 1: SELECT THE TYPE OF GAME YOU WANT TO PLAY

Play a Game – Click here if you want to start a brand new game on your computer. This will take you directly to Step 2.

Play Online Game – Click here if you want to play a network game. See "Playing a Network Game" on page 20.

Load Saved Game – Click here to continue playing a previously saved game. This will take you to the "Load Game" screen. From there, click on the game you wish to load. The game will automatically be loaded and play will begin at the point where the game was last saved.
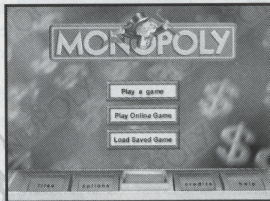
STEP 2: SELECT OR ENTER A PLAYER NAME

If you have previously signed in, select your name by clicking on it. If your name is not immediately visible, click on the "More Names" button to reveal additional player names.

If you are a new player, click on the "New Player" button and then type in your name. Press the "Enter" key on your keyboard when you are done. This will take you to the next step.

STEP 3: SELECT A TOKEN

Click on the picture of the token that you would like to represent you during play; then click on the "Next" button to continue.

STEP 4: ADD/REMOVE PLAYERS

You need at least one opponent in order to play. There can be a total of 2 to 6 players in a game. At least one player must be human. To add or remove a player, click on one of the following:

Add Human Player – Click here to add another human player to the game.

Remove Player – Players, either human or AI, can be removed from a game *before* the game begins. Click here to remove a player from the game; then click on the name of the player you wish to remove.

Add Computer Player – Click here to add a computer opponent to the game. You must then select a "strength" for that player. Click on the strength level that you want to assign to that computer player — "First-time Buyer," "Entrepreneur" or "Tycoon."

After you have added all of the players you want to the game, click on the "Start" button to continue.

STEP 5: CHOOSE A GAMEBOARD

Classic Board – Click here if you wish to play the game on the familiar classic gameboard.

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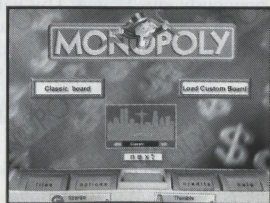
Load Custom Board – Click here if you wish to play the game on an original gameboard that was custom designed. See "How to Create Your Own Gameboard" on page 24.

Select City – Click here if you wish to play on a gameboard that features actual landmarks from a well-known North American city. Click on the arrow buttons to scroll through the list of available cities. After you've selected a city, click on the "Next" button to continue.

STEP 6: CHOOSE THE GAMEPLAY RULES

Standard Rules – Click here to play the game using the standard rules from the classic *Monopoly* board game.

Custom Rules – Click here to play the game with your own custom rules. This will take you to the Custom Rules screen. From there, click on the individual options to change their setting. See "Custom Rules Options" on page 18. If you change your mind and would like to play with the standard rules, click on the "Restore Standard Rules" button. When done, click on the "OK" button to continue. **Note:** If you want to play a shortened game, click on the "Short Game" button. For details, see "The Short Game" on page 20.

Congratulations! Now you're ready to play!

THE OFFICIAL RULES

The Game in Brief

Monopoly is the game of buying, renting or selling properties so profitably that players increase their wealth – the wealthiest becoming the eventual winner. Starting from the "GO" space, your token moves around the board according to your dice roll. When you land on a space that is not already owned by someone else, you may buy it from the Bank. If you choose not to buy it, you must auction it off to the highest bidder. Players who own properties collect rents from opponents landing there. The construction of houses and hotels greatly increases the

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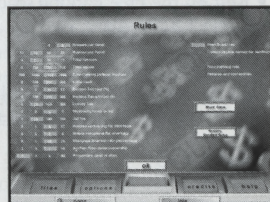
rent you can collect on properties, so it is wise to build on as many sites as possible. If you need to raise more money, the Bank can give mortgages on properties. You must always obey the instructions given on Chance and Community Chest cards. Sometimes you will be sent to Jail.

Object
To be the only player left in the game that is not bankrupt.

Playing the Game
At the start of the game you will be given $1,500.

On your turn, roll the dice and move forwards around the board in the direction of the arrow. The space you land on will determine what you have to do next. (Two or more tokens may rest on the same space at the same time.)

The space you land on may require you to do one of the following:
• Buy properties (if you choose)
• Pay rent (if you land on an owned property)
• Pay taxes
• Draw a Chance or Community Chest card
• Go to Jail
• Rest on the Free Parking space
• Collect $200 salary

Rolling Doubles
Take your regular turn; then roll the dice again for another turn. If you roll doubles for a third time in succession, you will be sent directly to Jail.

Passing "GO"
Every time you either land on or pass "GO," you receive $200 from the Bank.

Buying Property
If you land on an unowned property, you may buy it if you so choose. If you decide to buy, the price of the property will be deducted from your cash funds. You will receive in exchange, as proof of ownership, that property's Title Deed.

If you decide not to buy, you must immediately auction the property to the highest
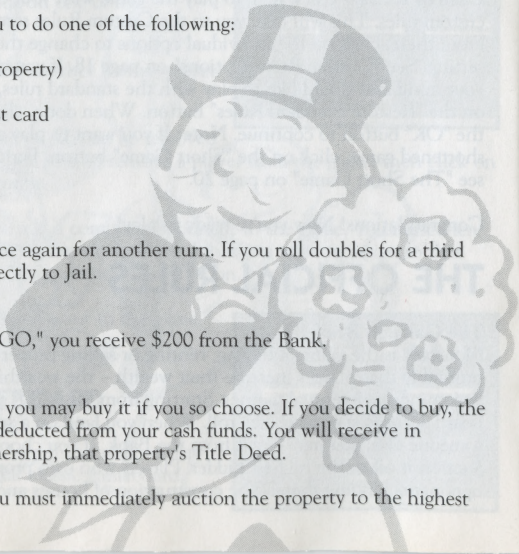
bidder. Even though you declined the option of buying at the original price, you may join in the bidding. (See "Auction" on page 15.)

TITLE DEED
CAMBRIDGE

RENT $8.	
With 1 House	$ 40.
With 2 Houses	100.
With 3 Houses	300.
With 4 Houses	450.
With HOTEL	$ 600.

Mortgage Value $ 60.
Houses cost $ 50. each
Hotels, $ 50. plus 4 houses

If a player owns ALL the Lots of any Color-Group, the rent is Doubled on Unimproved Lots in that group.

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Owning Property
Owning property entitles you to collect rent from any "tenants" (other players) who land on that space. It is an advantage to own all the properties within a color-group — in other words to own a monopoly. You can build on any properties for which you own the complete color-group (as long as no properties within that color-group are mortgaged).

Landing on Owned Property
If you land on a property that has previously been bought by another player, you may be required to pay rent. The amount payable is shown on the Title Deed for that property and will vary according to the number of buildings on it. If a player owns all properties within a color-group, the rent payable is doubled on any property of that group not yet developed. **Note:** You cannot collect double rent if any one site in a color-group is mortgaged. Where houses or hotels have been built on a property, the rent will increase and will be shown on that property's Title Deed. Rent is not payable on mortgaged properties.

Landing on the Utilities
If you land on a utility, and it is not already owned, you may buy it. If, however, the utility is already owned, you may be asked to pay rent to the owner. Rent amount is determined by your already rolled dice. If the owner has only one of the utilities, the rent will be *four* times your dice roll. If, however, the same player owns both utilities, you must pay *ten* times the amount of your dice roll. If you are sent to the utility as a result of a Chance or Community Chest card, you must roll the dice to determine how much you should pay. If you decide not to buy, you must auction the utility to the highest bidder.

Landing on the Railroads
If you are the first to land on the railroad, you may buy it. If you decide not to buy, you must auction it to the highest bidder. Even though you declined to buy at the original price, you may join in the bidding. If the railroad is already owned when you land on it, you must pay the amount stated on the Title Deed. The amount payable will vary according to the number of other railroads owned by that player.

Landing on "CHANCE" and "COMMUNITY CHEST"

These cards may ask you to do one of the following:

- Move your token
- Pay money – for example, in taxes
- Receive money
- Go to Jail
- Get Out of Jail Free

If you pick a "Get Out of Jail Free" card, you may keep it until you wish to use it, or sell it at a mutually agreed upon price.

Landing on "INCOME TAX" and "LUXURY TAX"

When you land on either one of these spaces, the corresponding amount will be deducted from your cash funds and paid to the Bank.

Free Parking

When you land on "Free Parking," you must rest here until your next turn. There is no penalty for landing here.

Jail

You will be sent to Jail if:

- You land on the "GO TO JAIL" space, *or*
- You pick a Chance or Community Chest card which tells you to "GO DIRECTLY TO JAIL," *or*
- You roll doubles three times in succession on your turn.

Your turn ends when you are sent to Jail. If you are sent there, you will not collect $200 for passing GO, regardless of where you are on the board.

To get out of Jail you can:

- Pay a fine of $50 and continue on your next turn, *or*
  - Purchase a "Get Out of Jail Free" card from another player at a mutually agreed upon price and use it to get out, *or*
    - Use a "Get Out of Jail Free" card if you already have one, *or*
      - Wait there for three turns, rolling the dice on each turn to try to roll doubles. If

you roll doubles on any turn, move out of Jail using this dice roll.
After you have waited three turns, you must pay $50 and then move out of Jail.

Note: While in Jail you can collect rent on properties, provided they are not mortgaged.

Just Visiting
If you are not "sent to Jail" but, during the course of play, land on the Jail space, you are "Just Visiting" and incur no penalty. On your next turn, move ahead as usual.

Houses
Once you own all properties of a color-group, you can buy houses to put on any of those spaces. This increases the rent you can charge to passing tenants. The price of a house is shown on the relevant Title Deed.

You can only buy houses on your turn, and you must *build* evenly. You cannot build a second house on any one site of a color-group until you have built one house on every site of that group, and so on, up to a maximum of four houses per property. Selling houses must also be done evenly. You can buy or sell at any time, and as many buildings as your judgment and financial standing will allow.

Note: Houses may not be built if *any* site of the same color-group is mortgaged.

If you own all properties of a color-group, and only one or two of them have been built on, you can still collect double rent from another player who lands on one of your unimproved properties in that color-group.

Hotels
You must have four houses on *each* site of a complete color-group before you can buy a hotel. Hotels are bought in the same way as houses and cost four houses, which are returned to the Bank, plus the price shown on the Title Deed. Only one hotel may be erected on any one site.

Building Shortages
If there are no houses left in the Bank, you must wait for other players to return theirs before you can buy any. Similarly, when selling hotels, you cannot replace them with houses if there are none available.

Selling Property

You may sell undeveloped properties, railroads and utilities to any other player as a private transaction for a sum agreeable to both of you. (See "The Trading Screen" on page 16.) No property, however, may be sold to another player if any buildings stand on any of the properties of that color-group. Should you wish to sell a property from a color-group, you must first sell all buildings on those properties to the Bank.

Houses must be sold evenly, in the same way as they were bought. (See "Houses" on page 11). Houses and hotels cannot be sold to other players. They must be sold to the Bank *at half the value* stated on the relevant Title Deed.

For hotels, the Bank will pay half the cash price of the hotel plus half the price of the four houses, which were given to the Bank for the purchase of the hotel. All hotels on one color-group may be sold at once.

If necessary, hotels can be broken back down into houses to raise money. To do this, you can sell a hotel to the Bank and receive, in exchange, four houses as well as money for the hotel (i.e. half its cost).

Mortgaged property *cannot* be sold to the Bank, but can be sold to other players.

Mortgages

If you have no money left and are required to pay a debt, you can raise money by mortgaging a property. To do this, first sell off any buildings on that property to the Bank. (See "Mortgage" on page 14.) When you wish to repay your mortgage, you must pay the amount of the mortgage plus 10% interest.

Note: If you mortgage a property, you retain possession of it. No other player can secure it by paying off the mortgage to the Bank.

Rent cannot be collected on a mortgaged property. It can, however, still be collected for other properties of that color-group.

You can sell mortgaged property to other players at any agreed upon price. The buyer can then decide to remove the mortgage immediately by paying off the mortgage plus the 10% interest. Alternatively, he/she can pay the 10% but retain

the property with a mortgage. In this case, when the mortgage is finally removed an additional 10% is payable.

When all sites of a color-group are no longer mortgaged, the owner may begin to buy back houses at full price.

Bankruptcy
If you owe the Bank or another player more money than you can raise from your assets, you are declared bankrupt and are out of the game.

If your debt is to the Bank, the Bank takes all your cash and Title Deeds. The Bank then auctions off each property to the highest bidder.

If you are made bankrupt by another player, your houses and hotels are sold to the Bank at half their original cost and that player receives any cash, Title Deeds and "Get Out of Jail Free" cards you own. If you own any mortgaged property, you must turn it over to that player. That player must immediately pay 10% and then choose whether to retain the mortgage or pay it off in full now.

Short on Cash?
If you owe more rent than you can pay in cash, you may pay your creditor part in cash and part in property (i.e. empty building sites). In this case, the creditor may choose to accept certain property (even if it is mortgaged) at a value far in excess of the printed one in order to obtain additional sites, or to block another player from obtaining control of that property.

Money can only be loaned to a player by the Bank, and then only by mortgaging property.

THE GAMEPLAY SCREEN (Shown on Page 14)
The Gameplay screen features five basic areas: the Gameboard, the Gameplay Buttons Bar, the Dice Tray, the Player Name Tags, and the Bank Holdings Button.

A. Gameboard – Shows the entire gameboard and each player's location. Click on the gameboard and move your mouse to rotate the board.

B. Gameplay Buttons Bar – Features different buttons throughout the game to

control gameplay. To learn more about each of the buttons, see "The Gameplay Buttons" below.

C. Dice Tray – Features the token of the player whose turn is in progress, as well as the roll of the dice.

D. Player Name Tags – Click on a player's name tag to see all of the pertinent information relating to that player's position in the game, including his/her cash amount, and the properties he/she owns.

E. Bank Holdings Button – Click here to see what properties are currently owned by the Bank, as well as the number of houses and hotels still available. If you would like a close-up view of a property card, click on it.
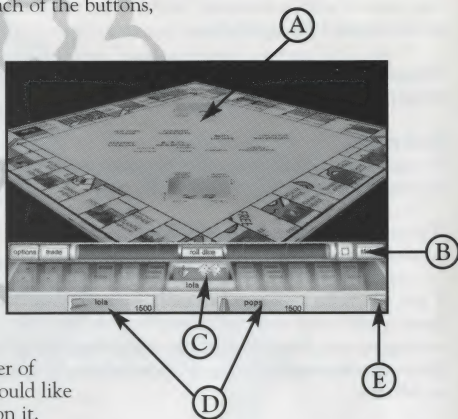
THE GAMEPLAY BUTTONS

During the game, different Gameplay Buttons will appear at different times. The Gameplay buttons allow you to perform different actions.

Menus – Click here to access the game's File Menu, Options Menu, Credits List and Help Menu buttons.

Trade – Click here to propose a trade with another player. This will take you to the Trading screen described on page 16.

> **Roll Dice** – Click here to roll the dice. Your token will then move to the appropriate space determined by the dice roll.
>
> **Mortgage** – Click here to mortgage a property. **Important!** This button is only available if you own properties and those properties are eligible to be mortgaged.

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When prompted, select the property that you want to mortgage by clicking on it.

Unmortgage – Click here to unmortgage a property. **Important!** This button is only available if you own properties and those properties are mortgaged. When prompted, select the property that you want to unmortgage by clicking on it.

Auction – Click here to put a piece of property up for auction. All players may participate in an auction, including players in Jail. To bid on a property, click on the denominations located in the money tray. The highest bidder is awarded the property.

Buy – Click here to buy a piece of property. The price of the property Deed will automatically be deducted from your bank account.

Build – Click here to buy a house or hotel. **Important!** This button is only available if you own all the properties of a color-group.

Sell – Click here to sell a house or hotel. **Important!** This button is only available if you have a house on a property.

Done – Click here when you have completed your turn.

Camera View Button – Click here to change your viewing angle of the gameboard.

Status – Click here if you would like to view the status of players, deeds, or the Bank. This will bring up the Status screen. From there, click on one of the buttons at the bottom left of your screen to view that category's status. Other buttons will then appear to the lower right of the screen. These buttons are associated with the Status button you selected. Click on the different buttons to view specific types of information.

The Status screen also features the special *Monopoly* calculator. See below for details.

Main – Click here to return to the game in progress.

THE MONOPOLY CALCULATOR

The *Monopoly* calculator is quite different from a standard calculator in that it is

geared towards specific game functions. If you roll over the various function keys, a description of that button's purpose will appear in the text field to the right of the calculator.

To begin using the calculator, simply click on the key for the function that you wish to use. You will then be prompted with short instructions. Next you will be asked to do one of two things:

- Pick a Title Deed from the set that will appear just below the calculator, OR
- Pick a token from those that appear in a field replacing the numeric keys.

Now all you have to do is follow the instructions. Your answer will appear in the smallest text field, directly above the numeric keys. **Note:** The numeric keys themselves aren't supposed to be functional, and are included in the calculator just for fun.

Important! Between each separate use of a function key, you must click on the "clear" key to reset the calculator.

THE TRADING SCREEN

How to Propose a Trade to Another Player
Select the player with whom you wish to trade. Next, click on the properties, futures, immunities or money icons to trade those assets, respectively. Your assets are located on the left side of the screen while the player with whom you wish to trade is located on the right side of the screen. When you are satisfied with the trade setup, click on the "Propose" button. If at any time you wish to cancel the trade, click the "Cancel" button.
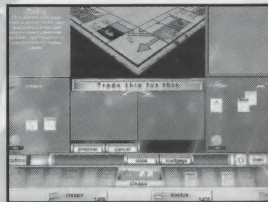
Your opponent must choose whether to ACCEPT, COUNTER or REJECT the deal. If he/she *accepts* the deal, play returns to the Gameplay screen with the assets transferred. If he/she *rejects* the deal, play returns to the Gameplay screen with nothing having changed hands. If he/she chooses to *counter* the offer, then the

opponent now controls the terms of the deal.

Trading Mortgaged Properties
If you receive mortgaged property as part of a deal, you must pay 10% of the mortgage value as a surcharge for taking over the mortgage. If you later unmortgage the property, you will have to pay the mortgage principle plus 10%.

Other Ways to Raise and Spend Money
If you need to raise money, you can always sell a house or hotel back to the Bank. If you're rolling in the dough, however, you can use that extra cash to buy a house or hotel, or to unmortgage a property. **Note:** The property owner must then pay the Bank the amount of the mortgage plus 10% interest.

Winning
The last player left in the game is the winner.

OPTIONS MENU

Sound Options
The following may be turned Off or ON:

- Token Voices
- Mr. Monopoly's Comments
- Music

Display Options
You may turn off many features in order to speed up gameplay. This could be especially important when playing over the Internet or with experienced players who may have already seen most of the animation sequences. The following features may be turned Off or ON:

- Token animations
- 3D Camera Movement
- Lighting Effects
- 3D Board Display
- Bilinear Filtering
- Dithering
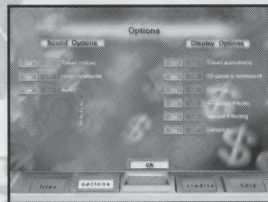
CUSTOM RULES OPTIONS

Houses per Hotel – Select the number of houses to be exchanged for one hotel. Valid numbers are either 4 or 5.

Total Houses – Default is 32. You may pick 12, 32, 60 or 88.

Total Hotels – Default is 16. You may pick 4, 12, 16 or 22.

Free Parking Jackpot Amount – Valid amounts are between 0 and 750.

Initial Cash – Valid amounts are between 500 and 2,000.

Salary for Passing GO – Default is 200. You may pick a number between 0 and 400.

Income Tax Rate (%) – Valid percentages are between 0 and 15%.

Income Tax Amount ($) – Valid amounts are between 0 and 400.

Luxury Tax – Valid amounts are between 0 and 300.

Maximum Turns in Jail – Number of turns you can stay in jail without having to pay to get out. Default is 3. Valid numbers are between 1 and 4.

Jail Fee – Amount to pay to get out of Jail. Default is 50. Valid amounts are between 0 and 200.

Houses Remaining for Shortage – If a player wants to buy a house and if less than this number of houses remains with the Bank, all players qualified to buy houses will be asked if they also want to buy a house. If any other player also wants to buy the house, an auction is held. Default value for houses remaining for shortage is 6. Valid numbers are between 0 and 12.

Hotels Remaining for Shortage – Default value is 3. Valid numbers are between 0 and 6.

Mortgage Interest Rate Percentage – Valid rates are between 0 and 20.

Auction Time Delay (Seconds) – The time Mr. Monopoly™ will wait for further bids before saying "Going Once," etc. Default value is 5 seconds. Valid times are between 3 and 10 seconds.

Properties Dealt at Start – Default is 0. Valid numbers are between 0 and "All."

Even Build Rule – When possible, houses must be evenly distributed among all properties in a group. The number of houses on any property cannot be more than one greater than any other property.

Collect Double Money for Landing on GO – If this rule is ON, players will collect twice the selected salary for landing on GO.

Free Parking Rule – If this rule is ON, 500 is placed on Free Parking at the start of the game. Also, all taxes and fines are put into this space. If a player lands on the space he/she gets the money. If a player wins the money, a new 500 is placed on Free Parking.

Futures and Immunities – If this rule is ON, as part of a trading transaction, one player may grant a future or an immunity to another player. In terms of a future, this means that the future rent collection rights on the property are transferred to the other player for a number of times. **Note:** Future rent collection right also applies to the player giving the future.

A player may also grant an immunity to another player as part of a trading transaction. This means that the other player is immune from paying rent a specific number of times when he/she lands on a property or set of properties.

Note: An immunity cancels a future.

Short Game Button – Click on this button to automatically set the rules for a short game.

Restore Standard Rules Button – Click on this button to automatically set the rules for the normal game.

THE SHORT GAME

At the start of a short game, the Bank deals two properties at random to each player. The players must immediately pay the Bank the price of each property. Play then continues as in a normal game.

In a short game, it is necessary to have only three houses (instead of four) on each property of a complete color-group before the player may buy a hotel. Rent for a hotel remains the same as in the normal game. The turn-in value of a hotel is still one-half the purchase price, which in this game is one house less than in the normal game.

As in the normal game, the first player to go bankrupt retires from play. However, when the second bankruptcy occurs, the game ends. Play immediately ceases, with the bankrupt player turning over to their creditor all that they have of value, including houses and hotels and any other properties. This happens when the creditor is a rival player or the Bank.

Each remaining player then values their own assets: (1) cash on hand; (2) property, utilities and railroads owned at the price displayed on the board; (3) any mortgaged property owned at the price displayed on the Title Deed; (4) houses, valued at purchase price; and (5) hotels, valued at purchase price including the value of the three houses turned in.

The richest player wins!

PLAYING A NETWORK GAME

To play a network game, follow the setup steps outlined below.

1. First decide whether you want to **Host** a game from your computer or **Join** an existing game that someone else is hosting.

2. Now choose how you will be connecting to your opponents. Select from one of the following:

> **Internet TCP/IP Connection For DirectPlay** – Click here to play a game over a TCP/IP local network or the Internet.

Modem Connection For DirectPlay – Click here to play a game by connecting directly to another player's computer via a telephone line.

Serial Connection For DirectPlay – Click here to play a game by connecting to another player's computer via a serial cable.

3. Follow the setup up instructions for your type of connection.

INTERNET TCP/IP SETUP

Host
As the game host, you will need to give the other players thee TCP/IP address or name of your computer so that they can connect to your system. See "How to Find Your IP Address Using Windows 95/98" on page 22.

Join
In the space provided, enter the TCP/IP address or name of the host computer to which you wish to connect. Click the "OK" button. If you leave the space blank, the entire network will be scanned to see if any other player is hosting a game. Pick a host and click the "OK" button.

MODEM SETUP

Host
Your system must have a properly installed and configured modem. From the Modem Connection dialog box, select your modem and configure it. When ready, click the "Answer" button.

Join
Your system must have a properly installed and configured modem. From the Modem Connection dialog box, select your modem and configure it. Enter the telephone number of the modem to which you wish to connect. When ready, click the "Connect" button. Your computer will begin dialing the number entered. The host player's computer will answer your call, successfully negotiate with your system, and begin a game.

SERIAL SETUP

Host

Your system must have a properly installed and configured serial port, and be connected to another system that has a properly installed and configured serial port via a null modem cable. From the Serial Port Settings dialog box, select and configure your serial port settings. When ready, click the "OK" button.

Join

Your system must have a properly installed and configured serial port, and be connected to another system that has a properly installed and configured serial port via a null modem cable. From the Serial Port Settings dialog box, select and configure your serial port settings. When ready, click the "OK" button. Your serial port should detect a connection to the host's system, successfully negotiate, and begin a game.

PLAYING ON THE ZONE*

To play *Monopoly* on the MSN Gaming Zone, do not access Zone play from within the game. Instead, go to the Zone (www.zone.com), click on the type of game you wish to play, and the game will then automatically launch if it has been installed on your machine. To learn more about playing online, see "Play Online!" on page 25.

*MSN GAMING ZONE

The MSN Gaming Zone is an independent gaming service run by Microsoft Corporation. Hasbro Interactive does not control, and disclaims any responsibility or liability for, the functioning and performance of the MSN Gaming Zone and any content on or available through the MSN Gaming Zone, including, without limitation, links to other websites or comments or other contact between users of the MSN Gaming Zone.

HOW TO FIND YOUR IP ADDRESS USING WINDOWS® 95/98

To find your IP address so that you can communicate it to other players, follow the steps detailed below:

1) Connect to your ISP (Internet Service Provider). *This MUST be done before continuing.*
2) Click on the START button on your Windows® 95/98 Task Bar, and then click on RUN.
3) When the RUN window appears, type "winipcfg" (without quotes), and then

click OK.

4) The box labeled "IP Address" is your IP address for that session. **Note:** Your IP address may change each time you log on depending on your ISP.

5) If you are hosting the game, you must communicate your current IP address to the other players wishing to join the game. You can do this via:

- **E-mail** – Use your e-mail program to send your IP address to other players, *OR*
- **Phone** – Call the other players and tell them your IP address via a second phone line, *OR*
- **Chat or Instant Message Programs** – Use programs such as ICQ or AOL Instant Messenger to send your IP address to the other players.

Note: For games that are playable on the MSN Gaming Zone (formerly called Microsoft's Internet Gaming Zone), IP address information is automatically exchanged between players via the Zone.

Helpful Web Site Addresses
ICQ – http://www.mirabilis.com
AOL Instant Messenger – http://www.aol.com/aim/

NETWORK CHAT*

The *Monopoly* CD-ROM game has an easy-to-use network chat feature. Simply press the Tab key on your keyboard to open (or close) the chat window. Then type your message and press the Enter key on your keyboard to send your message to your opponents.

The chat window may be resized by grabbing the handle on the lower right corner. It may also be moved by clicking on any blank surface on the top bar. The buttons on the top bar are as follows:

Colored Squares – Represent the player(s) to whom the message will be sent.

Rainbow – Message will be sent to all players.

Hammer – Opens chat options window (background transparency, text transparency, and text font size).

Text Page – Allows you to open dialog with quick, pre-translated messages. Categories are:
- Greetings
- Common answers
- Game play and pace
- Trading
- Positive comments
- Negative comments

Arrow – Open/closes window shade of dialog box.

*CHAT

Hasbro Interactive does not monitor, control, endorse, or accept responsibility for the content of text or voice chat messages transmitted through the use of this product. Use of the chat function is at your own risk. Users are strongly encouraged not to give out personal information through chat transmissions.

Kids, check with your parent or guardian before using the chat function or if you are concerned about any chat you receive.

HOW TO CREATE YOUR OWN GAMEBOARD

You can access the Custom Board Editor feature by first clicking on the START button on your Windows® 95/98 taskbar, then on Programs, then on Hasbro Interactive, then on *Monopoly*, and finally on the *Monopoly* Board Editor file option. You will then be taken to the Custom Board Creator screen. Click on the Help button for step-by-step instructions on how to create your own personalized *Monopoly* board.

HASBRO INTERACTIVE'S WEB SITES

Monopoly has an exciting, full and active web site dedicated to ensure you get the most out of your new game. You can visit us at:

http://monopoly.com

Kids, check with your parent or guardian before visiting the site.

Visit and you will discover that Hasbro Interactive web sites contain such things as:
• Technical Support • Hints and Tips • Player Contact Information • Software Upgrades
• Demos • Competitions • Chat and Community • Downloadable Themes • And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

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ONLINE STORE
If you enjoyed this product and would like to purchase other great Hasbro Interactive products online, stop by the ONLINE STORE for convenient shopping from home. Purchasers must be 18 years or older or have parent's permission.

PLAY ONLINE!
For more information on playing *Monopoly* online, please visit Hasbro Interactive's Online Games area at:

http://www.games.com

Kids, check with your parent or guardian before visiting the site.

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TECHNICAL SUPPORT

If you are having technical difficulties with the *Monopoly* CD-ROM game, please consult the README.TXT file on the CD-ROM before calling technical support. If you call technical support, please have the following information available (and be ready to take notes):

1. The correct name of the game.
2. The type of computer you are running the game on.
3. Exact error message reported (if any).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the *Monopoly* CD-ROM game to: **HI@hasbro.com**

To find out more about the *Monopoly* CD-ROM game or any other Hasbro Interactive CD-ROM product, please visit:

http://www.hasbro-interactive.com

Kids, check with your parent or guardian before visiting the site.

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